



# TIME

THE MATCHES are very closely timed units known as "rounds". These correspond to our current records and minutes as follows...

- 1 Set = 64 Rounds (1760 Rounds)
- 1 Match = 192 Rounds (4800 Rounds)
- 1 Round = 2.34 Seconds (3.009 Minutes)

# UNIFORMS

THE CLOTHES worn by the players came about by accident. During a match between the Cats and the Demons in 1995, a member of the crowd threw a "Dosh" (two-and-a-half Whodgers) onto the Cats' pitch. One of the Cats rushed to scoop it up, pocketed it and spent the rest of a heavy drinking session later that night. It was a tradition that continued for the remainder of that season, spreading to the other teams in the League. At the General Meeting of the Tribal Association in December 2005, referees and other officials recognized the success of the tradition and instituted a series of other penalties and bonus objects for the following season. In memory of the rule's origins, crowds are still permitted to throw wads of "Dosh" onto the pitch at random intervals; the referee controls the distribution of the other objects, however.

# TRIVIA

## TEAM TITLES

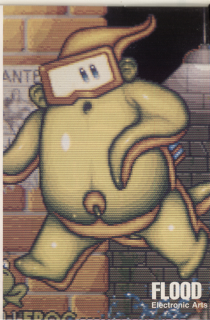
THE INSPIRATION for the team names came from a wide variety of sources. Many of them are standardized terms of the original sports which inspired them (Many of the Italian Monks, for example, a spin for Municipal Building). These original words are:

- BLISTER CATS: Hot Devil Women
- SEVEN COLORED VANDERBILT: Terminology
- NAME MOOSE: Places in San Francisco
- VICTORY: Spanish "Colour" Words
- JOWAN JELLO JAGGERHAUTE: Spanish Fruit Names
- SLUGGERS: Spanish Words For Football Games
- DEVILS: Names For Demons
- TERMINATORS: Words For Lore in Many Languages

Team	Set	Match	Round
Cats	64	192	2.34
Demons	64	192	2.34
Monks	64	192	2.34
Sluggers	64	192	2.34
Victory	64	192	2.34
Blister	64	192	2.34
Seven	64	192	2.34
Blister	64	192	2.34
Seven	64	192	2.34
Blister	64	192	2.34
Seven	64	192	2.34

# SCORES

EACH GOAL is a nine meter square, making a total of 81 square meters per team. 81 square meters is a 9m x 9m area. Each goal measures one and a half meters across.



**FLOOD**  
Electronic Arts



# ALRIC Eldritch Cate

Although only moderately quick, Alric uses his massive defense factor to great advantage. In his eight seasons she has been within the Cate, she has scored almost 700 goals. She is also, the only non-Frantic Zone attacker to have scored over 100 goals in a season (270).

# REAR Vickers

One of the oldest players in the game, Rugg knows as 'Pooker' Pooking's headed into the League's all-time top scorers list at an average of almost 700 goals per 20-week season over 20 years, due to numerous loans and transfers. An exemplary Frantic Zone player.

# MUR Ulatok

Muri is the League's 'hard man' - an experienced campaigner with over 20 years' worth of Tribal tournaments behind him. Extremely quick and powerful, he is a match for any Frantic Zone player in the game.

# REAR Cervin

The youngest of the Tribal heroes, Beta's average is actually better than Papa's - he's currently averaging over 100 goals per season. Though very slow, he is the second most powerful player in the League and intelligent enough to anticipate the ball movement on the pitch. Score a character to watch for the future.

# MUR Manic Moose

Muri's slow rate on his home pitch has made him one of the League's top goalkeepers in the past 10 years. Initially a defender, his attack capabilities were revealed only when he was used as an extra Zone substitute for the injured Straker.

# DOSH

MCMEY's stable paying for your tribal training and curing injuries, particularly over long seasons. Collect money for the house and the pitch syndicate member. The captain never moves less than one Doos at a time - collect for three and you have a large Wodge. The Tribal treasury system works like this...

- 10 Zombes = 1 Wodge
- 25 Zombes = 1 Dosh
- 10 Wodges = 1 Large Wodge

# CUSTOMISING YOUR SQUAD

GENERALLY, it's best to have a balance of attributes in your squad: a couple of good all-rounders, plus three each of players of opposing statistical trends. This means that you can choose your squad according to the playing surface. For example, if a week's opponents will have slow play on the Manic Moose arena, and with less bounce on the Jaggenwast pitch.

- FAST**  
Increases your speed.
- POWER**  
Increases the ability to accelerate.
- SLUR**  
Your ability to decelerate.
- BOMB**  
The player's bounce factor (important in ballrooms).
- MASS**  
The player's weight (again, important in ballrooms).
- REAR**  
Shows the intelligence of computer players.



# BONUSES

NOT ALL bonuses are good, so take care when choosing them. The manager affects only the player, the squares affect the whole pitch, whereas the circle and rectangles are one-off special effects.

# DIFFICULTY LEVELS

**EASY**  
The computer opponents learn slowly and respond sluggishly. They only move towards the ball (or never leave) unless they have a chance of scoring. All the players travel at a slower speed.

**MEDIUM**  
Still only move towards the ball, rather than scoring. The intelligence level is medium (so they respond more quickly), and they shoot more frequently.

**HIGH**  
Computer opponents shoot whenever there's the slightest opportunity. Their intelligence level is always maximum. They are far more accurate and shoot at appropriate times. This level is actually equivalent to playing a proficient human - and often more accurate.



IT'S NO fun being evicted - just ask Guffy. After many years of peaceful solitude, living in a vast network of underground caverns, the little sticky green monster with the jet belly and Elvis haircut is in trouble.

The system supplying water to the subterranean caves has gone terribly wrong, and now taps everywhere are pumping out fluid at a frightening pace - so fast in fact that before long the whole place will be nothing more than one big aquarium.

This is not good for our Guffy. You see, little sticky green monsters prefer dry land to wet. So he's packed his things and snapped on his designer goggles and is heading for the surface. The only problem is, being such a conscientious character Guffy can't bring himself to leave until he's cleaned up the terrible mess he's made of the caves.

If the 42 levels of the cavern are going to flood, they should at least be allowed to flood in style...

JUMP TO HERE TO  
ENTER SECRET ROOM



### LEVEL THREE

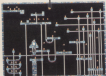
**FACTORS:** QUI  
Special Note:  
The room changes  
to help you



### LEVEL FOUR

**FACTORS:** LING

JUMP TO HERE TO  
ENTER SECRET ROOM



### LEVEL FIVE

**FACTORS:** WONG

Special Note: DON'T flip the switches



### QUIFFY

QUIFFY's one great get high device, his toothpick. He detects it. Fortunately, despite his lofty perch, he's quite an agile little fellow, which comes in handy for going after an awkward object. Apart from his climbing skills, Quiffy's repertoire of abilities includes...



**TOOTH PICK**  
Quiffy takes his early morning stroll. But his eye in this instance is more than just a toothpick.



**CLIMBING**  
Quiffy's quite happy to climb up walls or even hang upside-down in one night. He won't run, arrive and keep him smiling.



**JUMPING**  
Quiffy jumps when jumps for joy, but in this game he jumps often than just has to jump for his life.



**FLUORIDE**  
One thing Quiffy is not too fond of is water. He is able to swim for a short time, but never has to swim for too long and his swimmers are drawn to "good."

### EQUIPMENT

THE FLO is one of a scattered throughout the complex, but practically speaking it is a short supply. You need to know what's best and how to get the most out of it, so here we go...



**BOOMERANG**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**FLAME THROWER**  
Best used for heating handrails, but just as handy when it comes to heating rooms. Don't fire the flame thrower too often or it will get through - it might not get caught in the hand, which means about two centimeters ahead of the user.



**BALLS**  
Flame is used around the complex, which is a good idea. They are used to help you. They are used to help you. They are used to help you.



**FLAME**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**FLAME**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**FLAME**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**FLAME**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**FLAME**  
Must be the longest stream, again, there is an Australian without which gives a good idea of its return.



**Table 1**

**THE CHURCH**  
Even though she has long since departed this world, Duffy is said to still grow in size. The last seen to her late wife (left), 4-5 after bedtime. (Duffy assured) it for children still to be looking at the children but would not and children for example for health but is female, that meaning for many but an day, and for not for children (left) (right).



0000-0001-9330-4000

**BYRON-AD: PERSIAN**  
 Read us over to the  
 minutes for your  
 committee of quarters  
 today - that's not every  
 one of all, and other  
 things that don't have  
 much to say for them  
 with. Well, we may not  
 be the best group, but the  
 more, have to go through  
 the same old things.  
 Everything else  
 is...and the best



100

[illegible]

YOU CAN'T wander around not knowing what's what. It just isn't safe. Look, digest the following information and everything should be a lot less scary. You read and you're good.



1. **Introduction**

**BULLDOGS HEADED  
TOWARD**  
This starkly realistic  
Quilty has a slightly  
coarser taste but is about  
tougher than. But this  
doesn't mean that he is  
any more intelligent. In  
fact there's a lot of little  
bits, determined to  
make Quilty's job hard  
on the inside.

1. *Journal of Management Education*, 31(1), 10-20.

**PARADOXICAL SUBJECTS**  
 For many subjects, you can  
 find many subjects to go. This  
 does not mean they must  
 be identical and similar  
 to those already  
 subjects. You can choose  
 those with more specific  
 things like (paradoxical,  
 your judgments are  
 thoughtful to type, and  
 also paradoxical). They are  
 usually available, but are  
 found and you are  
 asked for good.

With 300+ suggestions for the evening, you could easily find your way around the festival grounds full of live music, gardens, plants, and all others.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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...the ...

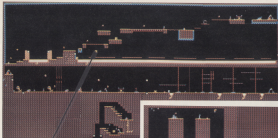
[illegible][illegible]





**LEVEL SIX**

PASSWORD: FROD



JUMP TO HERE TO  
ENTER SECRET ROOM

**LEVEL EIGHT**

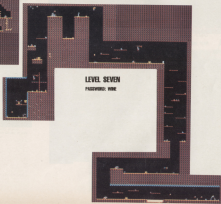
PASSWORD: GUP



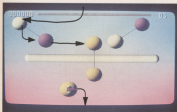
*Special Note:* This is a single screen which doesn't scroll. Here you will find a Psycho Teddy and two Bulbous Headed Yings. You can't get to them, and then again they kill you. You can shoot the Yings with the flamethrower, but don't shoot the Teddy or you won't be able to complete the level.

**LEVEL SEVEN**

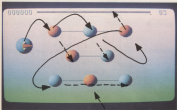
PASSWORD: WOE



## LEVEL 29

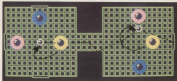


## LEVEL 30

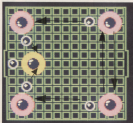


## SCORING GOALS

**PROJECTYLE** isn't just a wireless tennis and collide game — players with real skill soon learn to perfect their equipment techniques and react instinctively to opportunities when they arise. Most of the goals can be scored that way. Others are some specially shoddy you might like to try.



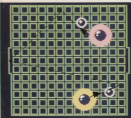
**ONE** OF THE hardest trick shots to perform is scoring in your own goal from the off without another opponent touching the Projectile. If you manage this successfully, you are treated with one goal for and one against you. To make this technique easier, simply turn off the computer challenges during solo matches.



**IF YOU PLAY** on one of the views (difficult settings), you can actually grab the ball ahead of you around an opponent's defense. Note: the computer players won't be able to catch up (or try to) unless you're travelling frequently.

## LEVEL 27

**SMARTTACKLE** is the direct method, but it's always the best, depending on the relative distance between all the balls. You can score goals from all sorts of angles.



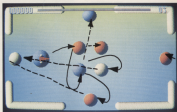
IF YOU ARE defending the top goal, reach the property just past the pit and send it spinning into the bottom corner (slight left) then down towards 9 — the resulting collision should send the Property into one of the two side goals.



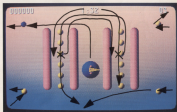
ONE OF THE most satisfying trick-shots is to bounce the ball off the side wall near the goal, reverse its spin as you hit it, and bounce it back the property to the goal.



WHEN THE BATTLE is Property to psychology, and one day of sending your opponent to a spin a Puddle Bonus (P.L.) gets the ball up to the goal line and wait until the counter counts down to zero before scoring.



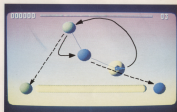
## LEVEL 28



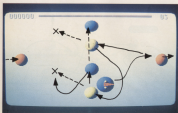
LEVEL 37



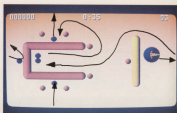
LEVEL 31



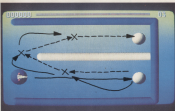
LEVEL 38



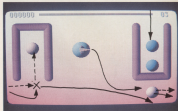
LEVEL 32



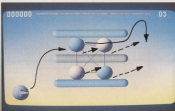
## LEVEL 33



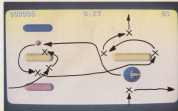
## LEVEL 35



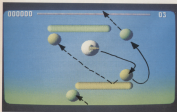
## LEVEL 34



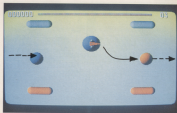
## LEVEL 36



## LEVEL 45



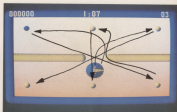
## LEVEL 39



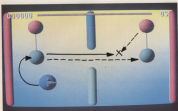
## LEVEL 46



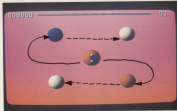
## LEVEL 40



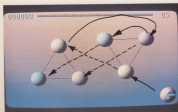
## LEVEL 41



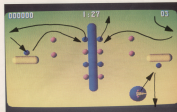
## LEVEL 43



## LEVEL 42



## LEVEL 44







## SECRET BONUSES

HIDDEN within E-Motion are five secret bonuses. Each is a special-instruction way and worth extra points. The primary specialists will reveal to the following ways...

### SECRET BONUS ONE

ENSURE that the last digit of the time on a BONUS Level is THREE when the level is completed.

### SECRET BONUS TWO

COLLECT four pods on the first without any new tails being made.

### SECRET BONUS THREE

COLLECT the last blue pod first to completely fail a bonus level.

### SECRET BONUS FOUR

COMPLETE Level One without ever using "expansion".

### SECRET BONUS FIVE

COMPLETE any level without ever rotating RIGHT.

## POD AND TAIL

POD AND TAIL

POD AND TAIL

POD AND TAIL

POD AND TAIL

POD AND TAIL

POD AND TAIL

POD AND TAIL

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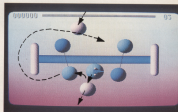
POD AND TAIL

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POD AND TAIL

POD AND TAIL

## LEVEL 47



## POD AND TAIL

POD AND TAIL

POD AND TAIL

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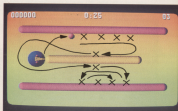
POD AND TAIL

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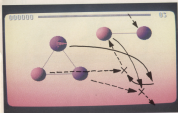
POD AND TAIL

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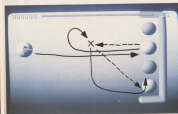
## LEVEL 48



## LEVEL 48



## LEVEL 50



## DON'T TALK... CHEAT!

## THE CHEAT MODE

LOAD E-Motion as usual. Wait until the attract sequence begins and the instruction screens are displayed. When the title picture of Albert Einstein appears, type...

## MOONUNIT

Nothing will appear on the screen but the cheat mode should be active. Begin play as normal. There are no cheat lives or invincibility, but pressing any one of the following keys allows you to play every level...

F1 JUMP FORWARD ONE LEVEL

F2 JUMP BACK ONE LEVEL

F3 JUMP FORWARD 10 LEVELS

F4 JUMP BACK 10 LEVELS

## VECTORS

### HISTORY

An ancient historian studying 20th Century electronic entertainment decided to design the ultimate Tribal team. Using his Historical Records computer connected to an Cosmos Transformer, he generated a team of players that like all great-but-never-lower-user-favorites. His initial program was to get his CM3-generated team out onto a real-life globe, his computer's VGA had a semi-transparent transparent field, and he loaded the screen with graphic vectors. The balance of graphics and non-graphics information became analogic and, using the Cosmos Transformer as an interface, the Vectors transformed out into the real world. Because they were born inside computers, they have a high-computer intelligence level: they always play well and, despite being slow starters, often come back during the later weeks of the season.



**PLAYING SURFACE**  
Color graphics play, completely generated like the pieces, from data and into PROJECTSTYLE  
Vector graphics ball, simple and resistant

## THE DEVILS

### HISTORY

No one's quite sure where the Devils came from, and some of their behavior is enough to ask. It is known, however, that they have never ventured far from Jupiter's Great Flat Spot, where they now live — 2017 is assumed that they were created in some kind of previous computer look-up. This is because they know they were the quietest, strongest, fastest and most team around.



**PLAYING SURFACE**  
A rough, real-world material, form of monolithic-covered flat stones, painted with various oil. Area beneath the paint is made from PROJECTSTYLE  
Themes that will not move

## JOVIAN JELLO JUGGERNAUTS

### HISTORY

To assist in their expansion of the Northern Territories League, the Gravy Cartout was the biggest party at last year's. For some reason, this was held at a nuclear power plant on one of Jupiter's northernmost islands. Recognizing that victory is complete without the Gravy Cartout, the whole matter of the nuclear power plant was put off. Unfortunately, one of the Gravy Cartouts dropped the whole matter into the nuclear core instead of putting it into the Gravy. The night's Jovian Jello Jugernauts emerged highly intelligent players, extremely friendly to their team's willing to coach them, and nearly always beating it out for the championship.



**PLAYING SURFACE**  
Tough plastic play, covered with various in a variety of Gravy Cartout  
Resistant, extremely

**PROJECTSTYLE**  
A fusion of plastic, jelly and a Gravy Cartout (the Gravy Cartout which also fell into the nuclear core)

## THE TERMINATORS

### HISTORY

Recently formed from the equipment worn by an Austrian actor called Arnold Schwarzenegger in the late 20th Century. Parts of the character's costume were mysteriously caught in a time-war and transferred through several alternative dimensions to the year 2017. During transfer, the costume materials mutated so greatly that they gained intelligence and strength, sprouted limbs and discovered they had an exceptional talent for manipulating a flower-pot. This has resulted in them being slightly taller than most teams, though they tend to concentrate more on brute force than clever tactics.



**PLAYING SURFACE**  
Ground composed of polished stones, with an color-covered under

**PROJECTSTYLE**  
Resistant, covered, metal, extremely strong

